ASSASSIN'S C R E E D THE FALL DELUXE EDITION



THOMAS

ASSASSIN'S CREED

THE FALL DELUXE EDITION

STORY BY: CAMERON STEWART & KARL KERSCHL

ART BY: CAMERON STEWART & KARL KERSCHL

COLOUR ART BY: NADINE THOMAS

LETTERED &
DIRECTED BY:
STUDIO LOUNAK'S
SERGE LAPOINTE



EXECUTIVE-PRODUCER: SÉBASTIEN PUEL

PRODUCER: JULIEN CUNY

Universe Advisors: Jean Guesdon & Corey May FOR MORE INFORMATION ABOUT ASSASSIN'S CREED: THE FALL: WWW.UBIWORKSHOP.COM. TWITTER: @UBIWORKSHOP

FOR MORE INFORMATION ABOUT ASSASSIN'S CREED GAMES: WWW.ASSASSINSCREED.COM

SPECIAL THANKS:
PATRICE DESILETS, HANK KANALZ, JOSEPH FERENCZ, GREG BARTOLETTI,
REBECCA AGHAKKAN-MOOSHIABAD, FABRICE FORESTIER & VOLT





































































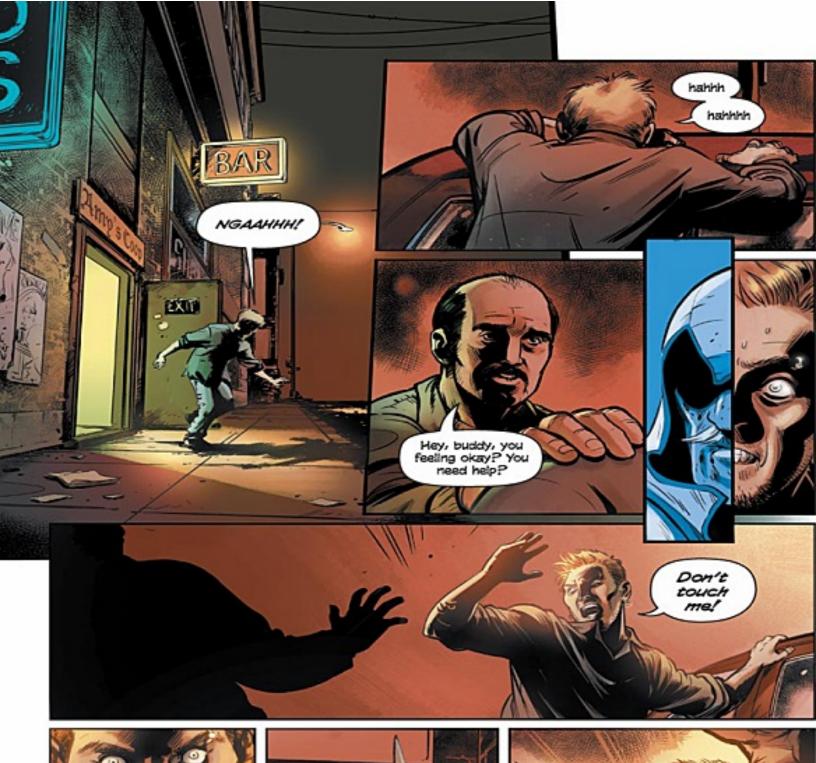
















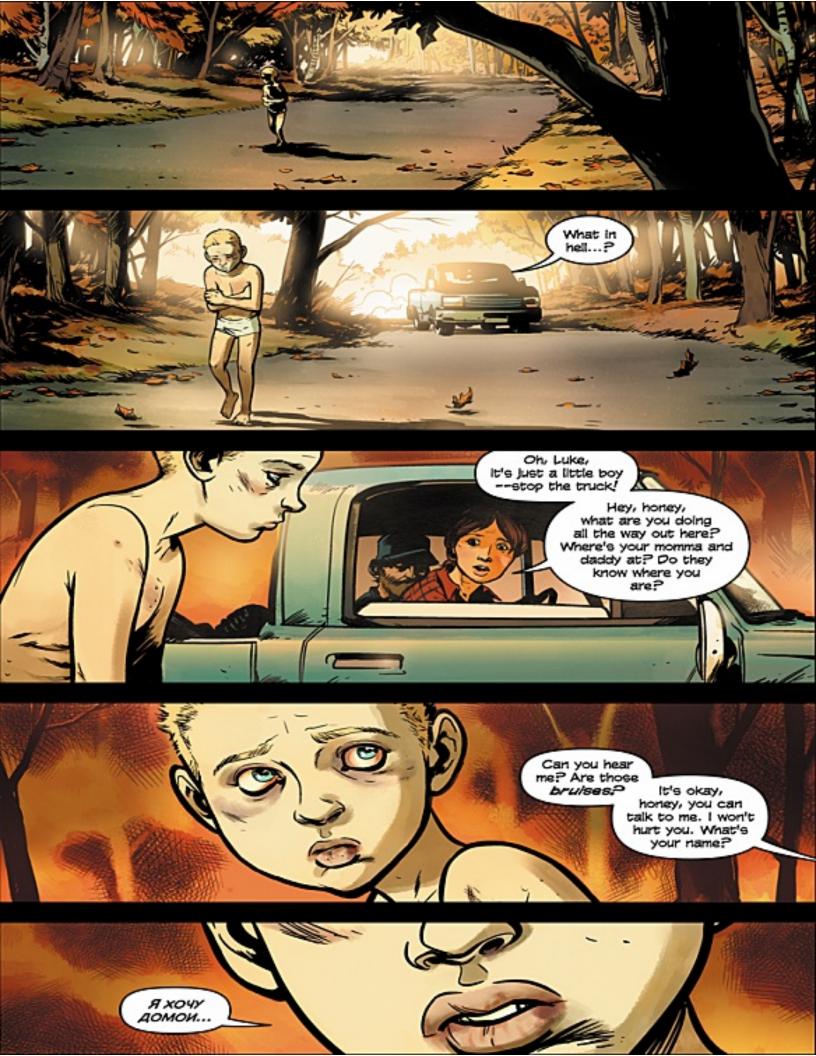


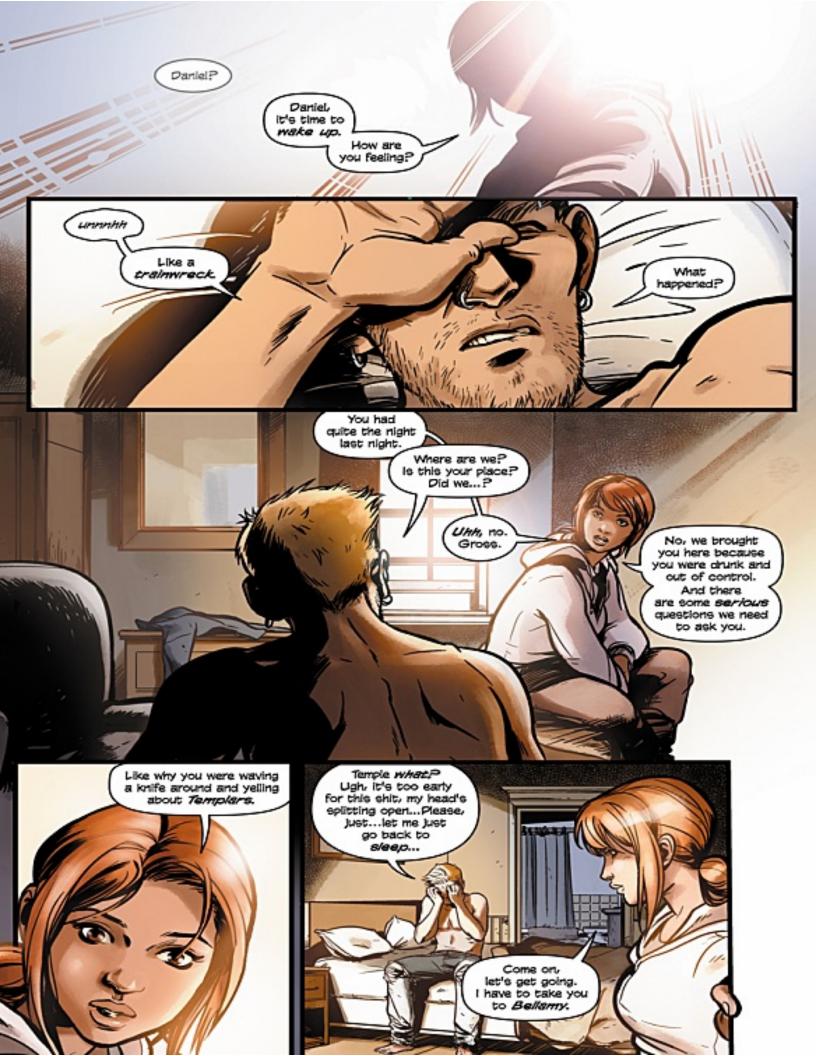


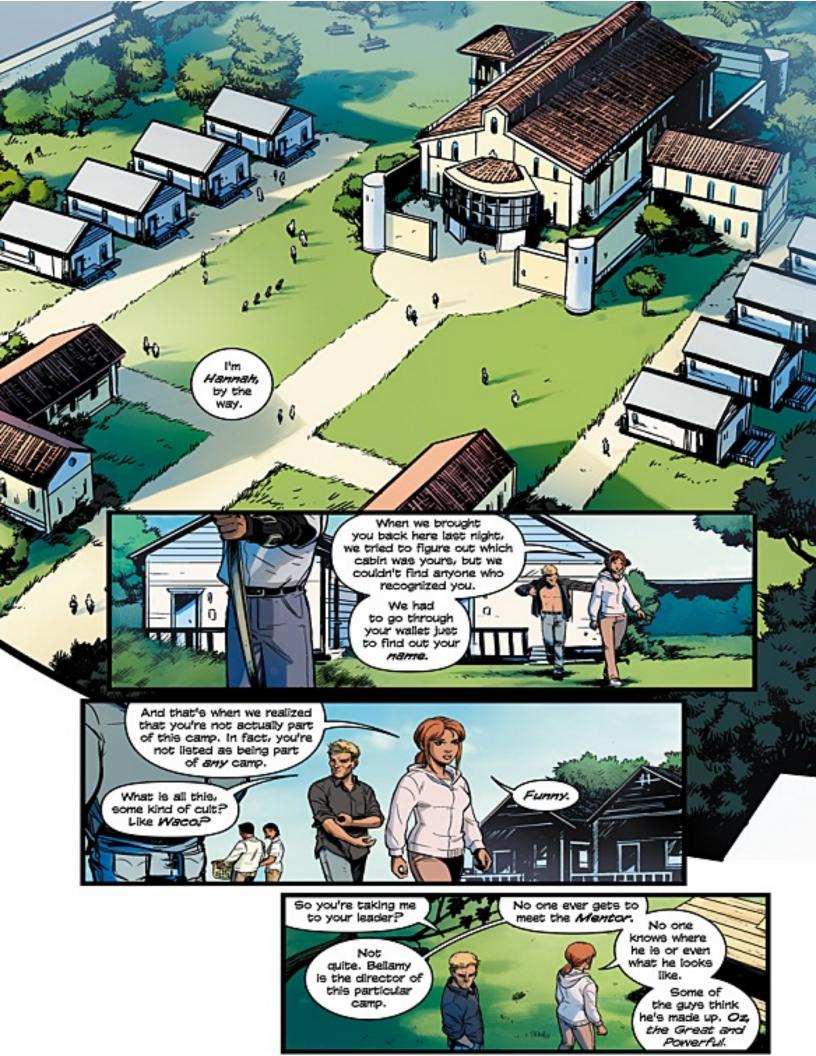


















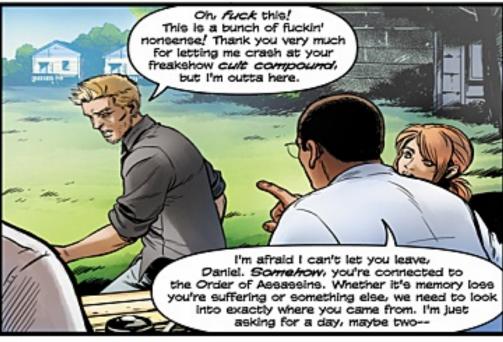


































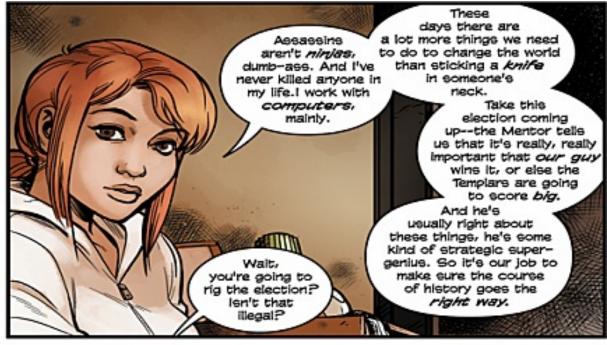










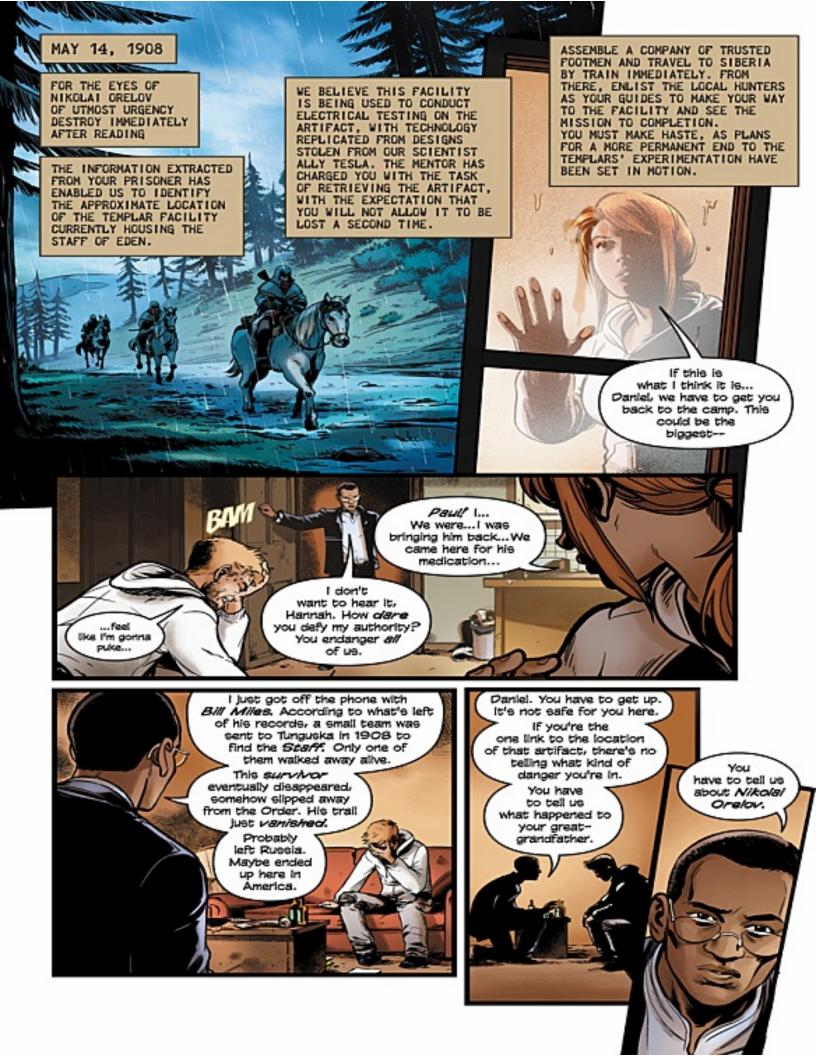


























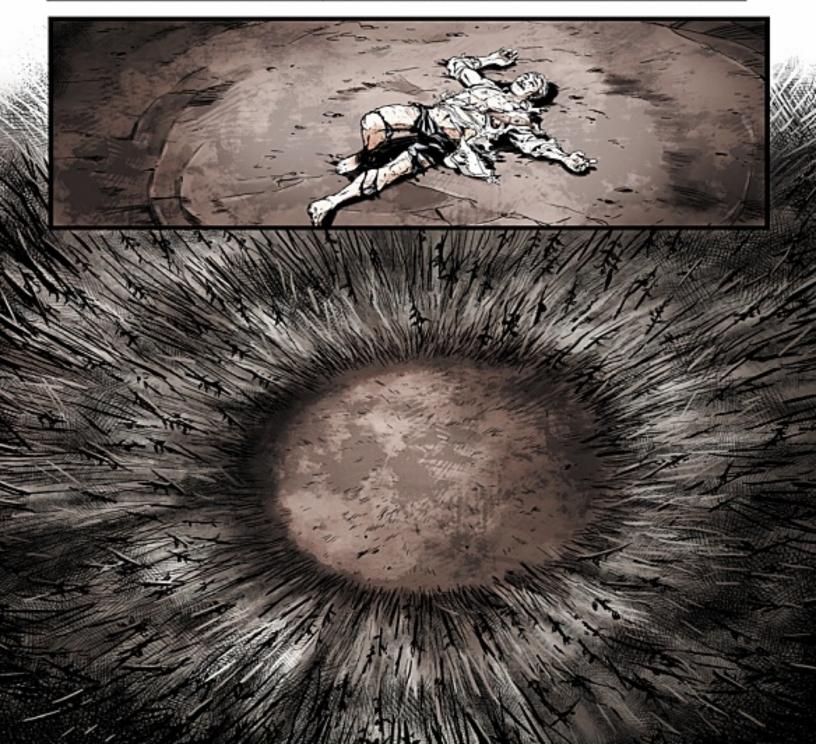








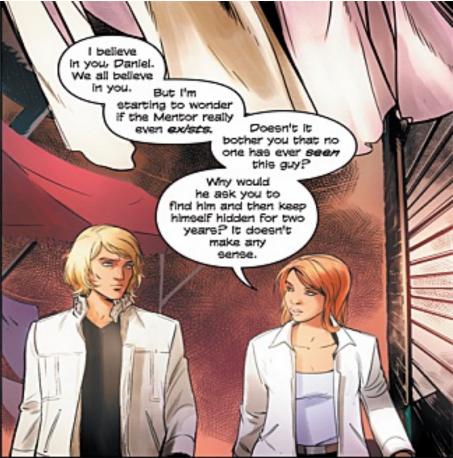




You're very special.













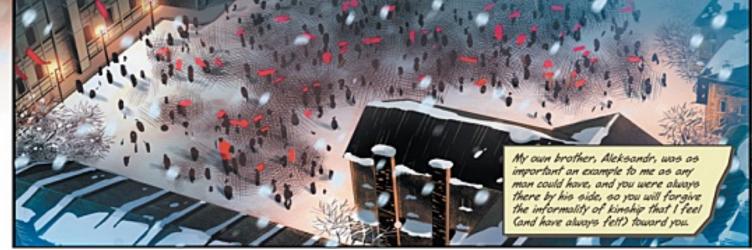








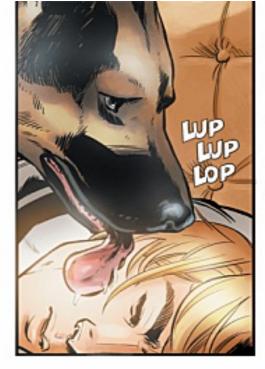






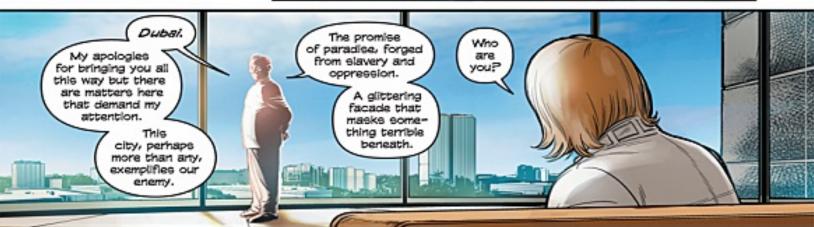












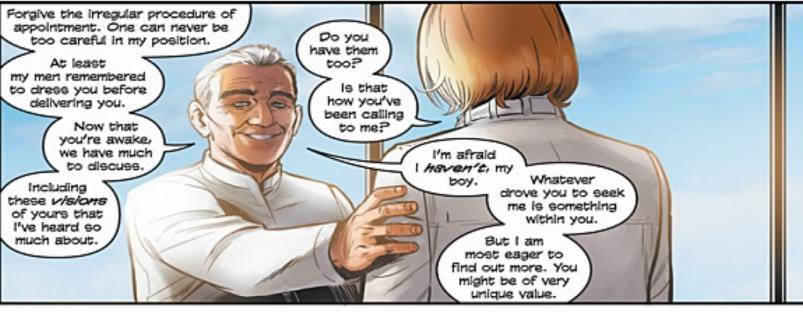


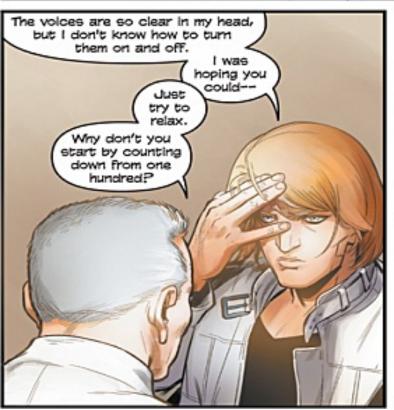




















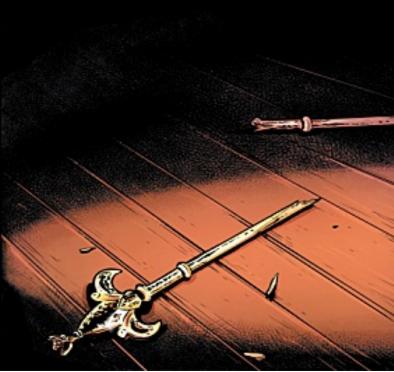
Assassin, this *metal* you describe... that wretch *Grigor!* wore a splinter about his neck that had the same quality.

It was... enchanting.

I felt quite light-headed when I gazed upon it, as though I had lost my wik...

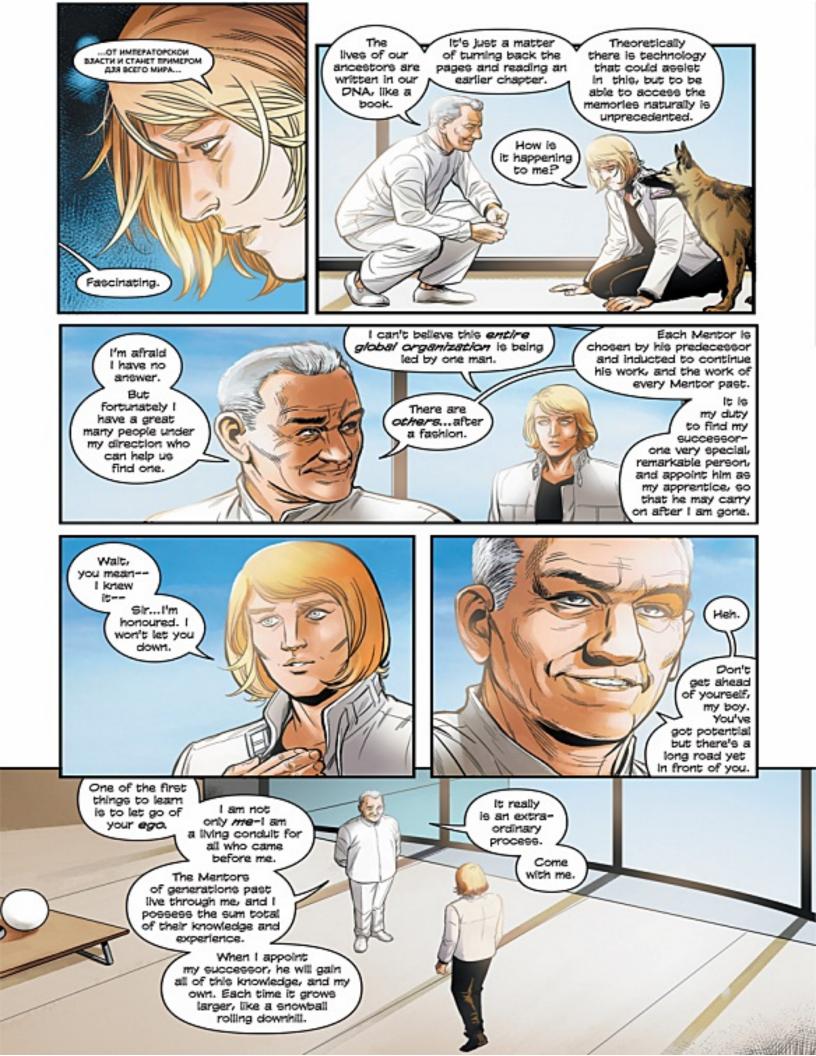




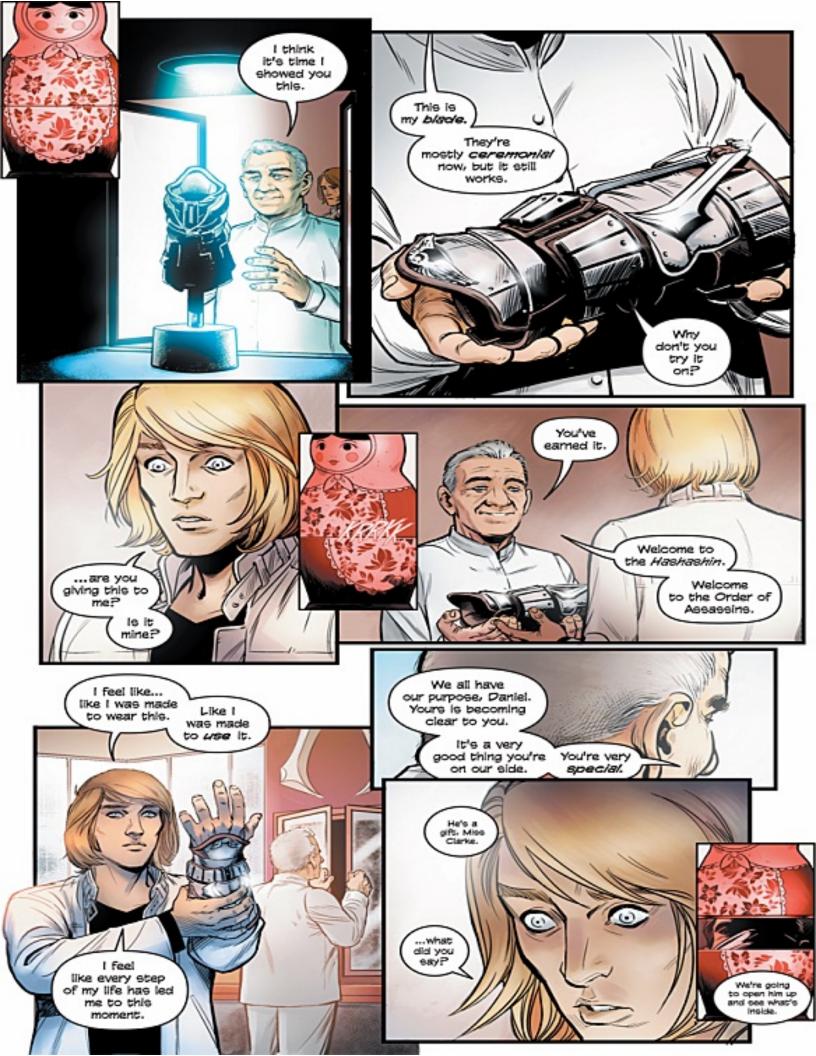




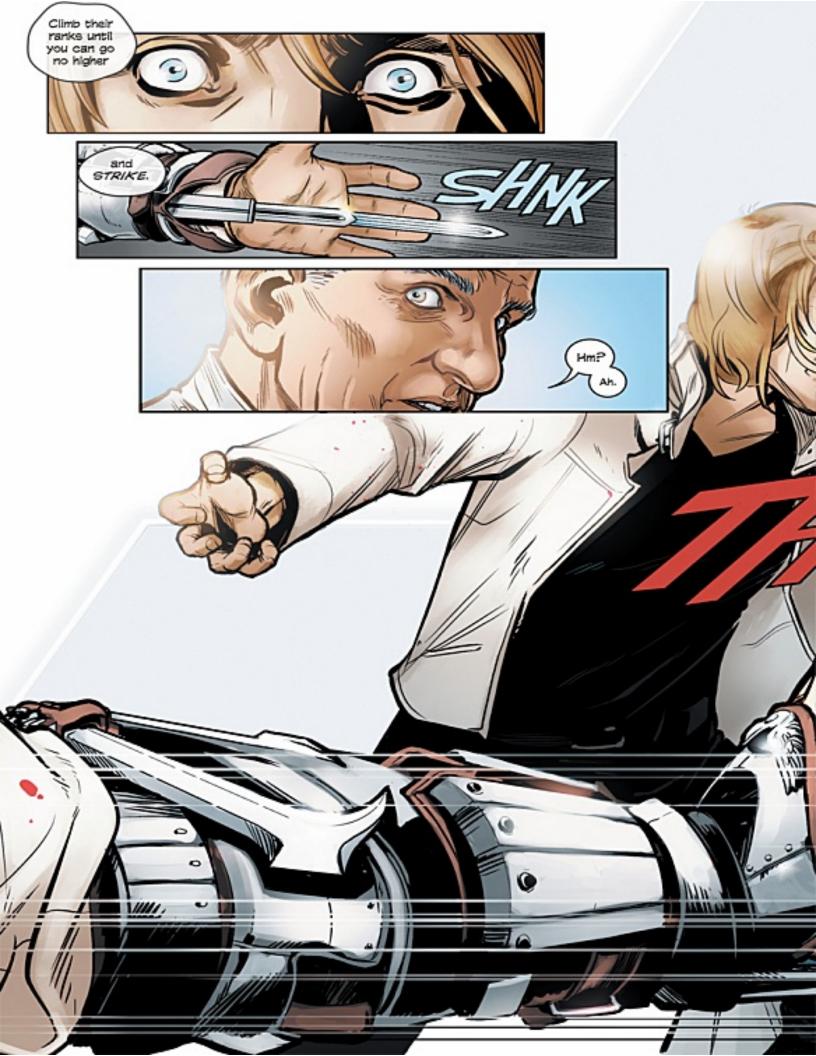




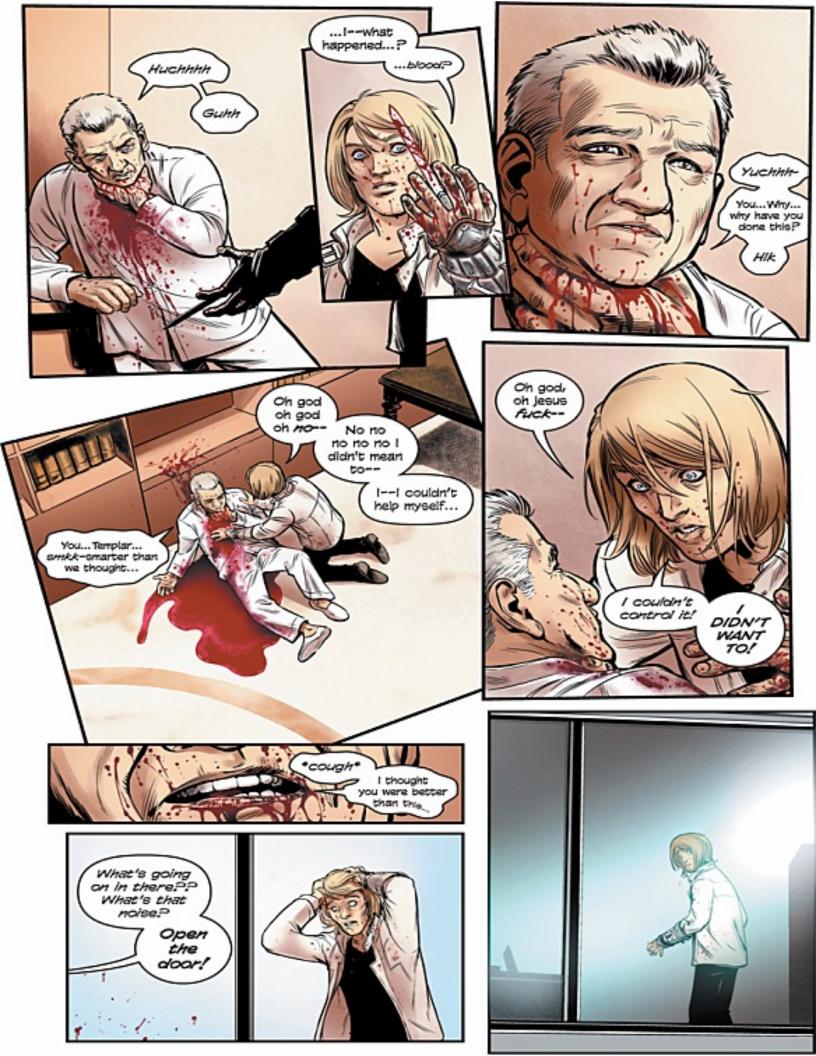


























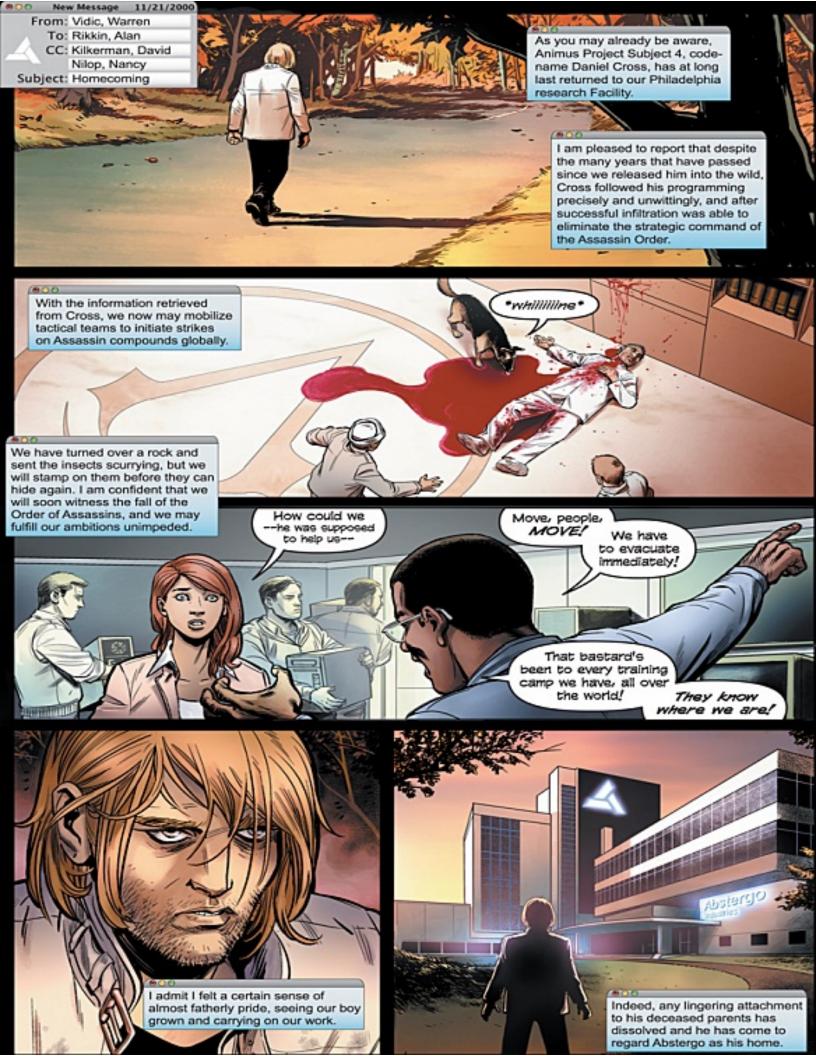




























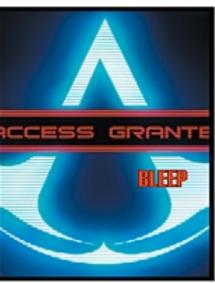


























































































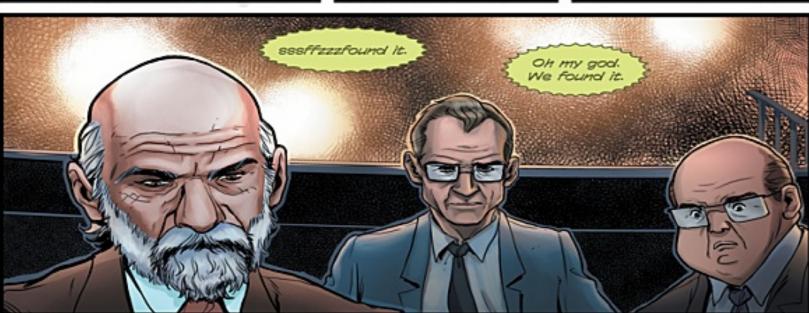












TO BE CONTINUED IN: ASSASSIN'S CREED: THE CHAIN

ASSASSIN'S CREED THE CHAIN **COMING SOON**

UBISOFT ENTERTAINMENT presents a UBIWORKSHOP production in association with STUDIO LOUNAK NIKOLAÏ ORELOV - DANIEL CROSS - WARREN VIDIC story by CAMERON STEWART and KARL KERSCHL artwork by CAMERON STEWART and KARL KERSCHL colours by NADINE THOMAS directed by SERGE LaPOINTE executive-producer SEBASTIEN PUEL producer JULIEN CUNY universe advisor JEAN GUESDON and COREY MAY based on the videogames ASSASSIN'S CREED from UBISOFT MONTREAL



ASSASSIN'S

